CoinEasy

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IMPORTANT DISCLAIMER!

What follows are opinions of this author – **not official** opinions of the COIN-OR Strategic Leadership Board or the Technical Leadership Council.

I am speaking strictly as an individual COIN-OR user.

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Background

The idea for a "CoinEasy" came from a panel discussion at the 2009 San Diego INFORMS meeting.

Purpose: get people up and running quickly.

There is a prototype at:

https://projects.coin-or.org/CoinEasy

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Background

Idea: characterize COIN-OR users by need and customize help for each group. A possible characterization:

- A user who does **not** want to compile code only run solvers. No compilers allowed.
- 2. A user who wishes to write applications that link to COIN-OR libraries, but do not want to compile project source code.
- A user who wishes to compile COIN-OR project source code. My guess is that this is a small percentage of potential users.

Background

Opinion:

- 1. COIN-OR should make it easier for individuals in the first and second group.
- 2. COIN-OR should make it easier for users of Microsoft Windows.
- 3. Most project managers develop in some flavor of Unix so there is a natural bias.
- 4. There is a potentially large user base not familiar with concepts such as svn, configure, make, etc.

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Option 1 Use a Commercial/Proprietary Modeling Language:

- GAMS: ships with COIN-OR solvers Bonmin, Clp, Cbc, Couenne, Ipopt, and OS (for remote calls).
- MPL: ships with COIN-OR solvers Clp and Cbc
- AMPL: Use OSAmplClient must download this separately for the CoinBinary Web site.

If you are using GAMS, MPL, or AMPL, life doesn't change if you want to use COIN-OR. Just tell the modeling language to use a COIN-OR solver.

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Option 1 (Modeling Language Continued): Use a modeling language.

AMPL: Use OSAmplClient. To AMPL this is like any other solver except that you can place calls to remote solver servers or just solve the problem locally.

```
model hs71.mod;
option solver OSAmplClient;
option OSAmplClient_options "solver SYMPHONY ";
solve;
```

OSAmplClient gives the user access to Bonmin, Cbc, Clp, Couenne, DyLP, Ipopt, SYMPHONY, and Vol.

OSAmplClient is part of the CoinAll or OS binary download.

With OSAmplClient there is no installation process. The user can put the executable in any desired location.

Should OSAmplCient be a separate download from CoinAll binary.

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Option 1 (Modeling Language Continued): Use a COIN-OR modeling language. There are three choices.

- Coopr (Pyomo) Python based
- PuLP Python based
- Cmpl an alternative to GAMS and AMPL and has it won algebraic scripting language.

These require a checkout and installation.

Actually, there is a fourth option, **FlopCpp**, but these requires writing/compiling C++.

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Option 2 (Excel Users): A user familiar with Frontline Solver can formulate a model as always using Solver.

Solve the model with COIN-OR Cbc using **OpenSolver**.

See www.opensolver.org.



There are no limits on model size using this option.

New Develpment: OpenSolver Studio build your models in Excel with PuLP and never leave Excel.

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Option 3 (OSSolverService execuatble): A command line executable OSSolverService for reading problem instances (in OSiL format, AMPL nl format, or MPS format) and calling a solver either locally or on a remote server.

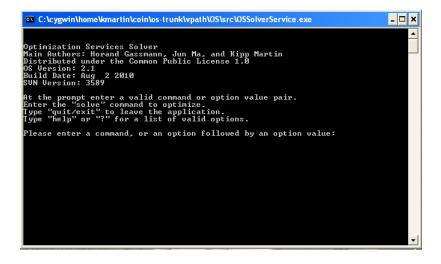
The OSSolverService has an interactive shell.

You can just "double-click" on the executable and it will guide you through the process.

Like OSAmplClient – nothing to install, download the binary and locate in any folder.

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Option 3 (OSSolverService executable):



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If COIN-OR provided solvers running on a server the Group One users could use OSAmplClient or OSSolverService to access COIN-OR servers.

Nothing to build – just download the executable for the appropriate platform.

Should we try to do this?

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Once again, a definition of group two:

 Want to build applications that link to COIN-OR project libraries.

Do not need to build the projects from source.

Example: build a customized app to read data, build an instance, communicate instance to solver through and API, solve, present solution results to user.

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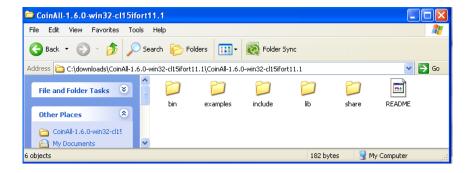
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The CoinAll binary provides the following:



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Time Out: Make sure we understand:

- CoinEasy: a Wiki designed to provide information about using COIN-OR.
- CoinAll: A macro project that contain many COIN-OR solvers including virtually all of the optimization solvers.

 CoinBinary: – A project (repository) devoted to distributing binaries of various COIN-OR projects

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Examples folder – this is what is in ApplicationTempates

https://projects.coin-or.org/CoinBazaar/wiki/
Projects/ApplicationTemplates

Objective: Provide code to illustrate the projects in CoinAll.

Objective Part II: Help Visual Studio users – configured project files are available.

Documentation also provided!

https://projects.coin-or.org/svn/OS/trunk/OS/doc/ UsingCoinAll.pdf

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The examples folder illustrates:

- How to take derivates using algorithmic differentiation (CppAD). Useful when using nonlinear solvers.
- How to access numerous COIN-ALL solvers directly from code.
- How to build a model instance from code.
- How to access results (e.g. primal and dual solution information) from a solver.
- How to pass options to a solver using code.
- How to access and use the decomposition solver (Dip)
- ▶ How to access and use the branch-cut-price solver (Bcp)
- ► How to add cut generators from Cgl to Cbc.

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Group Three – Use Project Source Code

- Try out new ideas don't reinvent the wheel.
- Access to the source code allows a user to make contributions to the project.
- If the application does not behave as expected access to the source code allows a user to find bugs and suggest fixes.
- Access to the source code is educational. Implementation details of algorithms are typically not part of journal articles.
- The ability to duplicate results is crucial and helps promote high-quality research.

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Group Three – Use Project Source Code

Option 1: Get the latest release at: http://www.coin-or.org/download/source/.

Then do the Unix two-step:



make

Option 2: Do an svn checkout. Live life in the fast lane – get a trunk version of a project.

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Group Three – Use Project Source Code

Option 1: Get the latest release at http://www.coin-or.org/download/source/. Do the Unix two-step: **configure** and **make**.

Option 2: Do an svn checkout.

Need	Binary	Source Archive	Subversion
Solve a problem	Х		
Link to a library	Х		
Modify/use code		Х	Х
Project management			Х

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To Do:

Help graciously accepted:

Adding more examples

Document on how to use the examples

The Wiki page

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To Do:

Installers!!!

What else? Ideas?

Yet again, a COIN-OR server running solvers?

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